

IN THE CLAIMS

1. (previously presented) A system for providing a content comprising:

communication means including a subscriber telephone network for establishing communication with a multi-function mobile telephone;

a content providing apparatus for providing content, the content providing apparatus including a memory; and

a relay apparatus connected to the multi-function mobile telephone through the subscriber telephone network, the relay apparatus being operable to convert a telephone number of the multi-function mobile telephone into an ID code unique to the multi-function mobile telephone, wherein communication between the multi-function mobile telephone and the content providing apparatus is performed through the relay apparatus based on the ID code;

wherein the memory of the content providing apparatus is for storing a variety of statuses of the multi-function mobile telephone by the unique ID code and for storing progress of current game playing, so that if a game is suspended during operation, the game may be resumed at a point of suspension by re-accessing the memory of the content providing apparatus.

2. (previously presented) A system according to claim 1, further comprising an information terminal connected to the multi-function mobile telephone and having a display device larger in size than a display device of the multi-function mobile telephone.

3. (previously presented) A system according to claim 2, wherein the communication means comprises the Internet and the relay apparatus is a gateway arranged to the subscriber

telephone network to connect the subscriber telephone network to the Internet.

4. (previously presented) A system according to claim 2, wherein the relay apparatus is a DNS server owned by an Internet service provider.

5. (previously presented) A system according to claim 2, wherein the content providing apparatus is an Internet server which provides one or both of a program and data for video gaming.

6. (original) A system according to claim 5, wherein the information terminal connected to the multi-function mobile telephone is a video gaming machine which is operated while monitoring an image presented on the display device thereof.

7. (original) A system according to claim 1, wherein the relay apparatus comprises a unit which notifies the content providing apparatus of the ID code of the multi-function mobile telephone.

8. (previously presented) A system according to claim 7, further comprising an information terminal connected to the subscriber telephone network using the multi-function mobile telephone, wherein the content providing apparatus includes:

a unit operable to provide the content to the information terminal; and

a unit operable to identify the information terminal to which the content is provided based on the ID code notified of by the relay apparatus.

9. (previously presented) A system for providing a content, comprising:

- a telephone communication network;
- a computer network;
- a server connected to the computer network for providing the content;
- a terminal connected to the telephone communication network and having a telephone number unique thereto; and
- a relay apparatus for connecting the telephone communication network to the computer network;

wherein the relay apparatus comprises:

- a unit for relaying communications between the terminal and the server,
- a unit for connecting the terminal to the computer network in response to a dial-up connection request from the terminal,
- a unit for detecting the telephone number of the terminal,
- a unit for converting the telephone number into a unique code, and
- a unit for notifying the server of the unique code; and

the server comprises:

- a unit for providing the content to the terminal
- a memory; and
- a unit for identifying the terminal to which the content is provided based on the unique code;

wherein the server memory is for storing a variety of statuses of the multi-function mobile telephone by the unique code and for storing progress of current game playing, so that if a game is suspended during operation, the game may be resumed at a point of suspension by re-accessing the server memory.

10. (original) A system according to claim 9, wherein the computer network is the Internet.

11. (original) A system according to claim 9, wherein the terminal comprises a mobile telephone connected to the telephone communication network.

12. (original) A system according to claim 9, wherein the unit for detecting the telephone number of the terminal detects the telephone number of the terminal when the terminal places the dial-up connection request.

13. (previously presented) A system according to claim 9, wherein the server further comprises a unit which performs a fee billing process to the terminal to which the content is provided based on the unique code.

14. (currently amended) A relay apparatus for use in a content providing system including communication means, a subscriber telephone network for establishing communication with a multi-function mobile telephone, and a content providing apparatus for providing content, the relay apparatus comprising:

a unit for connecting to the multi-function mobile telephone through the subscriber telephone network;

a unit for converting a telephone number of the multi-function mobile telephone into an ID code unique to the multi-function mobile telephone; and

a unit for relaying communications between the multi-function mobile telephone and the content providing apparatus based on the ID code;

a unit for storing progress of a game played on the telephone upon suspension of the game; and

a unit for sending the progress of the game to the telephone upon resuming the game.

15. (currently amended) A relay apparatus for use in a content providing system including a telephone communication network, a computer network, a server connected to the computer network for providing a content, and a terminal connected to the telephone communication network and having a telephone number unique thereto, the relay apparatus connecting the telephone communication network to the computer network and comprising:

a unit for relaying communications between the terminal and the server,

a unit for connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

a unit for detecting the telephone number of the terminal,

a unit for converting the telephone number into a unique code, and

a unit for notifying the server of the unique code,

a unit for storing progress of a game played on the terminal upon suspension of the game, and

a unit for sending the progress of the game to the terminal upon resuming the game.

16. (currently amended) A method for providing a content using a system including a multi-function mobile telephone, communication means including a subscriber telephone network for establishing communication with the multi-function mobile telephone, a content providing apparatus for providing the content to the multi-function mobile telephone through the communication means, and a relay apparatus connected to the multi-function mobile telephone through the subscriber telephone

network, which relays communications between the multi-function mobile telephone and the content providing apparatus, the method performed by the relay apparatus comprising the steps of:

acquiring a telephone number of the multi-function mobile telephone; and

converting the telephone number into an ID code unique to the multi-function mobile telephone;

storing progress of a game played on the mobile telephone upon suspension of the game; and

sending the progress of the game to the mobile telephone upon resuming the game.

17. (currently amended) A method for providing a content using a system including a telephone communication network, a computer network, a server connected to the computer network for providing the content, a terminal connected to the telephone communication network and having a telephone number unique thereto, and a relay apparatus for connecting the telephone communication network to the computer network, the method comprising the steps of:

a relaying operation performed by the relay apparatus between the terminal and the server including:

connecting the terminal to the computer network in response to a dial-up connection request from the terminal,
detecting the telephone number of the terminal,
converting the telephone number into a unique code, and

notifying the server of the unique code,
storing progress of a game played on the terminal upon suspension of the game,

sending the progress of the game to the terminal upon resuming the game, and

supplying the content byfrom the server to the terminal, including identifying the terminal to which the content is provided based on the unique code.

18. (currently amended) A method for providing a content using a system including a telephone communication network, a computer network a server, connected to the computer network for providing the content, a terminal connected to the telephone communication network and having a telephone number unique thereto, and a relay apparatus for connecting the telephone communication network to the computer network, the method of the relay apparatus comprising the steps of:

relaying communications between the terminal and the server;

connecting the terminal to the computer network in response to a dial-up connection request from the terminal,
detecting the telephone number of the terminal,
converting the telephone number into a unique code,

and

notifying the server of the unique code,
storing progress of a game played on the user terminal upon suspension of the game, and

sending the progress of the game to the user terminal upon resuming the game.

19. (currently amended) A storage medium storing a software program carried out by a relay apparatus when a system provides a content, the system including a telephone communication network, a computer network, a server connected to the computer network for providing the content, a terminal connected to the telephone communication network and having a telephone number unique thereto, and the relay apparatus being operable to connect the telephone communication network to the

computer network, the software program comprising program codes for:

relaying communications between the terminal and the server,

connecting the terminal to the computer network in response to a dial-up connection request from the terminal,

detecting the telephone number of the terminal,

converting the telephone number into a unique code,

and

notifying the server of the unique code,

storing progress of a game played on the user terminal upon suspension of the game, and

sending the progress of the game to the user terminal upon resuming the game.

20. (currently amended) A system for providing content between a server and a user terminal connected to the server through a telephone communication network, the user terminal having a telephone number unique thereto, the system connecting the telephone communication network to the server, the system comprising:

a processor operable to execute instructions; and

instructions, the instructions including:

relaying communications between the user terminal and the server,

connecting the terminal to the server in response to a dial-up connection request from the user terminal,

detecting the telephone number of the user terminal,

converting the telephone number into a unique code, and

notifying the server of the unique code,

storing progress of a game played on the user
terminal upon suspension of the game, and
sending the progress of the game to the user
terminal upon resuming the game.